

ULTRA DOME[★]™

INSTRUCTIONS



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GETTING READY TO PLAY



1. To replace batteries, slide open the battery cover on the back of the unit.
2. Replace batteries with UM-4, RO3 or equivalent as shown.

SETTING THE TIME FUNCTION



1. Press ACL with a ball-point pen.
2. Press ◀ button to set the correct hour. Press ▶ button to set the correct minute.
3. Advance the time until desired AM or PM is displayed.

GAME DESCRIPTION

OBJECT OF GAME

Meteors fall from Outer Space on to the Ultra Dome. Fire Laser Beams at meteors before they enter Dome openings.

Some meteors cannot be stopped by Laser alone. Instead they get MORE power and force their way inside.

The Power Monster can destroy meteors that escape Laser.

Game is over when 3 meteors, missed by Laser or Monster, explode in Dome.



GAME START



1. Press MODE/LASER BUTTON to change TIME MODE to GAME MODE.

2. Press ◀ or ▶ button to start game.

- The ◀ button moves Power Monster to the LEFT.
- The ▶ button moves Power Monster to the RIGHT.
- Press MODE/LASER button to fire Laser.

3. Meteors fall randomly on Dome trying to enter 3 Dome openings.



4. Position Power Monster under Dome opening for Laser hit.

5. If meteor is missed by Laser or Monster, meteor will explode in Dome.

SCORING



1. Points are made for hitting meteors and biting them with the Power Monster.
 - When successfully shooting a meteor: 7 points.
 - When Power Monster bites a Powered Meteor: 3 points.
 - No points for biting an ordinary meteor.
2. Bonus points (100) are added to your score for successfully completing each stage: 300, 800, 1300, 1800.

Game speed and the number of powered meteors increase as you advance to a higher stage.
3. Game is over when 3 meteors explode in Dome or highest score of 1999 points is reached.

CAUTIONS

1. As this unit is made of precise electronic components, avoid the use of and storage in extreme temperatures.

Avoid giving the unit any sudden shocks.

2. Please note especially at lower temperatures, the response speed may slow down or the illumination may dim or even fail.